

A NON-CANON SUPPLEMENT FOR THE WITCHER TTRPG



THE WITCHER[®] THE SNAIL SCHOOL



CD PROJEKT RED[®]



Talsorian
Games

This is Not Canon!

While the School of the Snail is fully playable, nothing in this document should be considered canon to the world of *The Witcher* as portrayed in *The Witcher TTRPG*, the novels by Andrzej Sapkowski, or the video game series from CD Projekt Red.

This is Not Playtested!

While the School of the Snail is fully playable, we have not playtested the Snail School Ability (Oozing) or the Snail School special gear. If you choose to include the School of the Snail in your game, please keep this in mind.

Snail School Gear Diagrams

Every piece of Snail School Gear is considered Master Level. A Snail School Witcher begins their game with the Diagrams for this gear, even if they don't have any crafting skill.

The Snail School

"Among scholars, the subject of Witchers is a bit of an enigma. The Witchers rarely spoke about themselves and it's unlikely that many people would have listened even if they did. It's a widely accepted fact that only six schools of Witchers existed during the Golden Age of Witchers. But what my research presupposes is... maybe there were more. I have been lucky enough to stumble upon an inscription on the back wall of a quaint little inn in the Cunny of the Goose. 'Helga ploughs witchmen' it read. The accompanying image was far too crude to describe, but on close inspection, the poorly depicted medallion of the aforementioned witchman looked far different from any recorded witcher medallion. It seemed to resemble a snail! This of course, ate my mind until I could no longer hold back my curiosity and I approached one of the inn's patrons: a rough looking fellow who called himself 'Big Harry.' Big Harry was already decently intoxicated when I broached the subject of the strange medallion but once he caught on to what I was asking, he was generous enough to tell me a great number of regional legends regarding the long-lost School of the Snail and its founder, Broderick the Beefy. I have taken copious notes and will transcribe them here but I am overcome with excitement. Big Harry and his companions turned out to be a wealth of lost knowledge. Their tales told of many Witcher Schools which were lost to time when the Golden Age of Witchers came to a close! The School of the Aardvark, The School of the Mule, The School of the Trout! All lost to history, save for legends and folktales passed down as oral tradition through the rural regions of the Continent!"

—Elias von Drexel



The Tale of Broderick the Beefy

"Long ago, shortly after the founding of The School of the Bear but before the betrayal of the Viper, a young boy named Broderick was brought to the Haern Caduch to be trained as a witcher. He excelled at his studies and he was a strong young lad, but he was terribly clumsy. When the time came for him to take The Trial of the Grasses, something in his body rejected the alchemical concoctions and they wreaked havoc on his physiology. Broderick survived the procedure but his body suffered unforeseen

mutations. His skin exuded a slippery slime and he became even more sluggish and ungainly. Lacking the brotherhood of the other Witcher Schools, the witchers of The School of the Bear branded Broderick a failure and cast him out.

The young witcher wandered the continent, trying to ply his failed trade but often being horribly injured by the monsters he hunted which were far quicker and more agile than him. Broderick grew strong, never wavering in his determination, strug-

gling his way through contract after contract until he caught the eye of a village witch by name of Daffodil the Beauteous. Like many of the mages of the time, Daffodil had been researching the witchers from afar but was unable to learn their secrets. And so, when she came across Broderick she saw an opportunity. She used her wiles to lure Broderick to her home where she seduced him. I will spare the salacious details but I assure you no detail was spared in Big Harry's retelling. I'm told that by this time, Broderick had grown to be a sizeable man and had earned the epithet, Broderick the Beefy.

Either way, Daffodil made a deal with Broderick. She offered to help him found his own school of witchers if he would allow her to study him. Broderick agreed and they set out on the journey that would eventually found The School of the Snail... after a considerable amount of scandalous behavior from what Big Harry's friends told me.

Broderick the Beefy and Daffodil the Beauteous were not possessed of great wealth however, and so The School of the Snail never had a keep like the other Witcher Schools. Instead, Broderick and the other Snail School Witchers, of which I'm told there were 9, convened in the root cellar of the very establishment I had been visiting. They mutated their acolytes in Daffodil's home and trained them in the inn yard and out in the woods. Most notable about The School of the Snail was their weaponry and armor which gave them a unique fighting style. After having been wounded so frequently on the path, Broderick determined that his new school of witchers would wear full plate armor and wield the largest swords they could make so as to be invulnerable to monsters' attacks and cut them down with a single swing. Big Harry told me that the original Snail Witchers cobbled their armor together from pots and pans and other bits of metal they could find around town and they forged their swords from wagon axles, which does seem quite impressive. They got their moniker from this extremely heavy armor

Snail School Ability: Oozing

The botched mutations of The School of the Snail had a few potent effects on its members, most notably being a change to their sweat glands. When in stressful or pulse pounding situations such as combat, a witcher of The School of the Snail sweats a viscous, mucus-like substance which invariably leaks through their clothing or armor, making them slick to the touch. For the duration of the combat or other situation, any creature attempting to grapple the Witcher or hold them in any way takes a -3 to their check. Additionally, the Witcher can spend one action and 1 Stamina to harden the slime on their hands with Igni granting them a +3 to resist Disarm attempts but rendering them unable to drop their weapon for a minute. After the end of the combat, when the Witcher stops sweating, the slime slowly evaporates, leaving behind a flaky residue.

which limited their movement but kept them safe from even the sharpest claws. That and the oozing slime that each member secreted thanks to their less than perfect mutations....

But all tales must come to an end. Big Harry explained that the Snail School's Witchers never got very far from Novigrad thanks to the bulk of their armor and weapons making travel difficult. When monster contracts started to become scarce, the Witchers of The School of the Snail found that their unique set of skills were unsuited to any job besides monster hunting. Eventually, tragedy struck. The Snail Witchers were forced to flee their home, when they could no longer make enough money to pay their tab with the innkeep. They tried meeting up at Daffodil's home on the outskirts of town but it just wasn't the same. And so, The School of the Snail dissolved. Its members scattered to the four corners of the world, seeking new homes. Big Harry informed me that Broderick the Beefy himself had settled down with Daffodil the Beauteous and they had lived a happy life in her cozy cottage. Quite an unusual ending to the story of a witcher, but I was unable to press him any further about it. Around this time, the town's herbalist, a flaxen-haired young woman with flowers in her hair, had entered the inn and I had rather lost Big Harry's attention. Obviously, the two had some prior business as Big Harry seemed fixated. Perhaps a bit melancholy....

Either way, I thanked Big Harry and his companions for sharing their knowledge, and retired to my room, where I am currently recording this new discovery. I can already tell that this is the beginning of an academic journey that will shatter our understanding of witchers as we know it! Tomorrow, I shall write to my colleague Brandon of Oxenfurt. He will no doubt be elated to help me continue this quest."

—Elias von Drexel

Gastropod Steel Sword

Gastropod Steel Sword	
Difficulty: Master	
DC: 18	Time: 13 Hours
Investment: 656	
Hardened Timber (x3), Leather (x2), Meteorite (x1), Steel (x7), Iron (x1), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x2), Thread (x1), Coal (x1)	

Gastropod Silver Sword

Gastropod Silver Sword	
Difficulty: Master	
DC: 19	Time: 15 Hours
Investment: 597	
Hardened Timber (x3), Leather (x2), Silver (x2), Steel (x2), Iron (x4), Sharpening Grit (x2), Etching Acid (x1), Ester Grease (x2), Coal (x1), River Clay (x10)	

Gastropod Armor

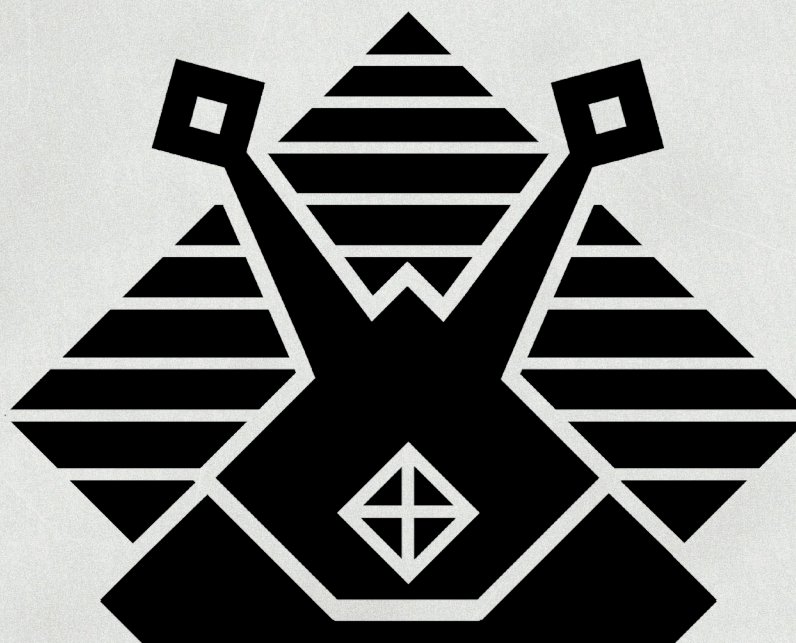
Gastropod Armor	
Difficulty: Master	
DC: 18	Time: 24 Hours
Investment: 1,538	
Double Woven Linen (x10), Thread (x10), Iron (x10), Steel (x10), Meteorite (x2), Ester Grease (x10), Ogre Wax (x10), Infused Dust (x1), Coal (x20), River Clay (x30)	

Snail School Gear

At Character Creation, a Witcher of the Snail School gains the following gear in place of the Witcher's Steel Sword, Witcher's Silver Sword, and Double Woven Gambeson.

Name	Type	WA	DMG	Hands	Rel.	RNG	Effect	Conc.	EN	Weight
Gastropod Steel Sword	P/S	-6	8d6	2	20	Melee	Armor Piercing, Meteorite, Ablating, Crushing Force, Stun (-2)	N/A	1	5
Gastropod Silver Sword	P/S	-6	5d6	2	15	Melee	Silver (3), Ablating, Crushing Force, Stun (-2)	N/A	1	3

Name	Type	SP	AE	Effect	Coverage	EV	Weight
Gastropod Armor	Heavy	30	1	Resistances: Bludgeoning, Elemental, Piercing, Slashing	Head, Torso, Arms, Legs	-6	42



This document was released on April 1 2022 and is not canon to the world of *The Witcher* as portrayed in *The Witcher TTRPG*, the novels by Andrzej Sapkowski, or the video game series from CD Projekt Red.

Use at your own risk!

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